

THE YOUNG PERSON'S HISTORY GUIDE TO CANTERBURY

MARTYN BARR

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PUBLISHING

TEACHERS' RESOURCE GUIDE

INTRODUCTION

This **Teachers' Resource Guide** offers a range of ideas for supporting **The Young Person's History Guide to Canterbury** in the primary and early secondary classroom.

Written especially for young people, though designed to appeal to all ages, **The Young Person's History Guide to Canterbury** charts Canterbury's history over the past 2,000 years, from the earliest Iron Age settlement on the banks of a swampy river to the 21st century cosmopolitan city we see today.

The Young People's History Guide to Canterbury is available from Canterbury bookshops, museums and visitor attractions priced £5.99. Copies can also be ordered online at www.OOTBShop.co.uk, where discounts of up to 20% are available for bulk orders.

SUPPORTING THE NATIONAL CURRICULUM

This **Teachers' Resource Guide** supports the national curriculum key stages 2 and 3. Although it concentrates on the links between the past and present, a wide range of topics are covered, with strong links to other subjects: Literacy/English, Design and Technology, Geography, Art and Design and Citizenship.

The Young Person's History Guide to Canterbury shows how the city has developed through the ages, what it was like in the past and how children's lives have changed through the different periods represented.

This **Teachers Resource Guide** also provides enough information and differentiated activities to cater for year groups studying different aspects of the same subjects.

The questions and themes developed are not intended to be prescriptive and teachers are encouraged to use the materials provided in any way they please, and as appropriate to their key stage. Feedback would be welcomed.

Notes on potential areas covered

Key to curriculum subject: **A** Art and design, **C** Citizenship, **D** Design and Technology, **G** Geography, **H** History and **L** Literacy/English.

- Express own views about people, places and environment (**All**).
- Use fieldwork skills (**G**).
- Use maps and plans at a range of scales (**G**).
- Make maps and plans (**GA**).
- Identify where places are (**HGC**).
- Place events in chronological order (**H**).
- Use words such as before, a long time ago, past (**EH**).
- Identify differences between ways of life at different times (**HC**).
- Use IT to research and present information (**All**).
- Recognise how places have become the way they are and how they are changing (**HGC**).
- Recognise how places are linked to other places in the world (**G**).
- Study at a local scale (**GA**).
- Use fiction and non-fiction texts to find out about historical events (**L**).
- Use drama and spoken presentations to interpret events (**L**).
- Write in different genres to portray different events and situations (**L**).

REVIEWS OF THE YOUNG PERSON'S HISTORY GUIDE TO CANTERBURY

"A beautiful book, visually stunning, information-packed and easy to read; no Kentish home would be complete without it."

Stewart Ross
Award-winning children's author

"A well written, accessible reference book on the archaeology and history of Canterbury for young people and their parents."

Marion Green, Education Officer
Canterbury Archaeological Trust

"Martyn has captured the essence of both the history and beauty of Canterbury and presented it in an enchantingly attractive way."

Dr Margaret Griffin
Educational consultant and former head teacher

"This is exactly the sort of book I love to use with my children. The pitch is perfect... a great resource for teachers too."

Julia Bell
Primary school teacher

"A lively and entertaining read, packed full of fascinating stories which I hope will encourage readers to go out and explore Canterbury for themselves."

Janice McGuinness
Head of Culture and Communications
Canterbury City Council

CREDITS

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IRON MAN

THE CANTIACI OF DUROVERNON

- 1 Using the internet to research designs and materials, design and produce a piece of Iron Age jewellery.
- 2 Imagine you are a child living in Iron Age Durovernon. Describe a typical day.
- 3 Find out more about Iron Age religious beliefs. How do they differ from your own?
- 4 Make a model of an Iron Age settlement.
- 5 What did Iron Age people eat? How does their diet differ from yours?
- 6 From the description in the book and your own research, draw or paint an Iron Age family.
- 7 Iron Age people were expert weavers, producing intricate designs using simple wooden looms. Try weaving a small sample using a card loom.
- 8 Find out how Iron Age people made iron and what they used it for.

BATH TIME

ROMANS RULE BRITANNIA!

- 1 Design a mosaic using Worksheet 1. Base your design on a typical Roman theme.
- 2 Invent a game that could be played by Roman children. Write down the rules and play the game with your friends,
- 3 Find out more about Roman beliefs. How do they differ from your own?
- 4 With the help of information from the internet or published guides, draw a map of Roman Canterbury by tracing over the map on Worksheet 2. Label all the key buildings.
- 5 Find out more about Roman theatre. Divide into groups and write a short play that might appeal to a Roman audience, then perform it to the class.
- 6 Work out the sums in Roman numerals on Worksheet 3.
- 7 Imagine you are a Roman soldier stationed in Durovernum. Write a letter home to your wife in Italy describing your life in Britannia.
- 8 What did Romans in Durovernum eat? How does their diet differ from yours?

RAIDERS AND SETTLERS

ANGLO-SAXONS CONQUER KENT

VICIOUS VIKINGS

SIEGE AND SEIZURE

- 1 Imagine you are an Anglo-Saxon child recently arrived in Cantwaraburh. Write a letter back to your family in Germany describing your new life in Angleland.
- 2 Find out about the Viking runic alphabet. Try and write your own messages. Get your friends to translate them. Use the key in Worksheet 4.
- 3 Find out more about Viking sagas, then write your own.
- 4 Find out more about Viking religious beliefs. How do they differ from your own?
- 5 Draw or paint a picture of a Viking family and their home.
- 6 Imagine you are a journalist in Anglo-Saxon times. Write a news story about the kidnap of Archbishop Alphege by the Vikings.
- 7 Draw a picture or make a model of a Viking longship.
- 8 On a map of Europe (Worksheet 5) show where the Anglo-Saxons and Vikings came from.

MAN WITH A MISSION

AUGUSTINE THE EVANGELIST

- 1 Tell the story of Augustine's meeting with Ethelbert and Bertha in a cartoon format.
- 2 Design an illuminated manuscript: choose a psalm from the Bible or write a poem.
- 3 Draw a plan of Augustine's monastery. Label the buildings and describe what they were used for.
- 4 Write a sermon to persuade King Ethelbert to become a Christian.
- 5 There were white, black and grey friars in Canterbury. Describe the differences between them.
- 6 Find out more about a Benedictine community today. Compare it with the life of a Benedictine monk in Augustine's abbey.
- 7 Set a psalm or poem to music. Perform it to the class.
- 8 Describe the benefits the monasteries and friaries brought to Canterbury.

UNDER CONSTRUCTION

THE GREAT CATHEDRAL BUILDERS

- 1 Design a stained glass window for Canterbury Cathedral choosing a modern theme.
- 2 Make a grotesque out of clay or papier maché.
- 3 Draw a sketch of Canterbury Cathedral.
- 4 Draw a plan of the cathedral. Label the different areas and describe what they were used for.
- 5 Imagine you are a peasant recently arrived in Canterbury in the 14th century. Describe your first impressions of the cathedral.
- 6 Who was in the right, King Henry or Thomas Becket? Choose a character to defend and set out your arguments.
- 7 Make a list of all the craftspeople involved in the design and building of the cathedral. Find out more about the work being undertaken today to conserve the cathedral.
- 8 Divide into groups and write a short play about the death of Thomas Becket. Perform it to the rest of your class.

TALL TALES AND TOURISTS

A PLACE OF PILGRIMAGE

- 1 Imagine you are a child in Medieval Canterbury. Describe a typical day.
- 2 Find out about the route you would take as a pilgrim travelling from London to Canterbury. Describe your journey.
- 3 Choose a character from The Canterbury Tales and write your own tale about them.
- 4 Design a leaflet welcoming pilgrims to Medieval Canterbury.
- 5 Find out more about Eastbridge Hospital. Write a short piece about it for a documentary programme about Canterbury.
- 6 Make a class frieze about the pilgrims in The Canterbury Tales.
- 7 Design and make a souvenir for a pilgrim to take home.
- 8 Write an obituary for Geoffrey Chaucer.

TUDOR TANTRUMS

THE DISSOLUTION OF THE MONASTERIES

- 1 Paint a miniature portrait of Henry VIII or Elizabeth I. Find out how miniatures were made and used.
- 2 Describe the effect the dissolution of the monasteries would have had on everyday life in Canterbury.
- 3 Design a palace for Henry VIII and his wife. Label the rooms.
- 4 Choose Henry VIII or the Pope. Set out your arguments for change or maintaining the status quo.
- 5 Draw a picture of Tudor fashions for men and women. How do they differ from what people wear today?
- 6 Choose a famous Tudor and write a biography of him/her.
- 7 How do Catholics and Protestants differ in their beliefs?
- 8 History hot seat: find out as much as you can about Henry VIII or Elizabeth I then let your friends quiz you.

INN EXCESS

A NEW KIND OF TOURIST

- 1 Find a detailed map of Canterbury and locate the site of the barracks. Which street names indicate their military origins?
- 2 Imagine you are a stable boy or girl living in Georgian Canterbury. Describe a typical day.
- 3 Make a stagecoach out of waste materials.
- 4 Find out about the types of food popular at the time and design a menu for one of the inns.
- 5 Stagecoaches were often held up by highwaymen. Write a story from either the perspective of a coach passenger or highwayman.
- 6 Find out more about the war with France during the 18th and 19th centuries. Choose a famous battle and write a news report about it.
- 7 Using Worksheet 6, choose a theme and produce your own design for the Dane John Gardens. You will need to trace and enlarge the plan.
- 8 Alderman James Simmons founded the Kentish Gazette newspaper. Choose any day in history and design the front page of a newspaper.

TUNNEL VISION

THE RAILWAY PIONEERS

- 1 Write a news story about the opening of the Crab & Winkle line.
- 2 Trace the route of the line on a map or by using Google Earth/Maps. Look out for clues on the ground to help you.
- 3 Outline the pros and cons of a canal/rail link between Canterbury and the coast.
- 4 Find out about some of the other major engineering projects undertaken by Isambard Kingdom Brunel or Robert Stephenson.
- 5 Design a poster encouraging Victorians to travel by train.
- 6 Imagine you are a passenger on the first rail journey. Describe your experience.
- 7 Draw a picture or make a model of the Invicta. Compare it with the latest High Speed 1 train.
- 8 Set out the case for reopening the tunnel under the university.

BLITZED!

A CITY AT WAR

- 1 Imagine you are a child living in wartime Canterbury. Think about your experiences during the 1942 blitz and write a short poem to describe your feelings.
- 2 Interview an elderly relative about their experiences of the war, then write a report of the interview. Prepare your questions first.
- 3 The Battle of Britain took place over Kent. Find out what happened and highlight its importance to the war.
- 4 Draw or paint a picture of a Canterbury street scene after the blitz.
- 5 Many children were evacuated from Canterbury during the war. From the viewpoint of an evacuee, write a letter home.
- 6 You are a feature writer for Baedeker Guides in the late 1930s. Write an entry for Canterbury setting out its main attractions.
- 7 Plot on the map of modern day Canterbury (Worksheet 7) the main areas affected by the wartime bombing. What evidence is there on the ground now for this?
- 8 Check out old photographs of the aftermath of the blitz in Canterbury. Which shops are still trading today?

SHOPPERS' PARADISE

THE NEW WHITEFRIARS

- 1 Imagine you are the Marketing Manager for Whitefriars. What events and activities would you hold to attract shoppers?
- 2 Devise an advertising campaign for Whitefriars. Produce some sample TV or radio scripts and/or press advertisements.
- 3 Write a list of positives and negatives associated with the Whitefriars redevelopment.
- 4 Choose another period of history from the book. Describe the main differences between the city centre then and now.
- 5 Whitefriars is launching its own fashion brand. Produce some sample clothes' designs.
- 6 Design a new logo and strapline for Whitefriars.
- 7 Look at the three logos for Whitefriars on Worksheet 8. What do you think the designers were trying to convey and why did they need to change?
- 8 Canterbury competes for shoppers with other nearby centres like Ashford, Maidstone and Westwood Cross. Set out the case for why people should shop in Canterbury.

ADDITIONAL RESOURCES

Useful websites (*all listed hyperlinks are active*)

BBC History: www.bbc.co.uk/history

BBC History online learning, support and advice: www.bbc.co.uk/learning/subjects/history.shtml

Canterbury Archaeological Trust: www.canterburytrust.co.uk

Canterbury Cathedral: www.canterbury-cathedral.org

Canterbury City Council: www.canterbury.gov.uk

Canterbury ghost tour: www.greenbard.8m.com/greenbard

Canterbury official guides: www.canterbury-walks.co.uk

Canterbury official tourist site: www.canterbury.co.uk

Canterbury Tales visitor attraction: www.canterburytales.org.uk

Canterbury walking tour: www.hillside.co.uk/tour

The Crab & Winkle Line Trust: www.crabandwinkle.org

English Heritage: www.english-heritage.org.uk

Out of the Box Publishing: www.outoftheboxpublishing.co.uk

Out of the Box Shop: www.OOTBShop.co.uk

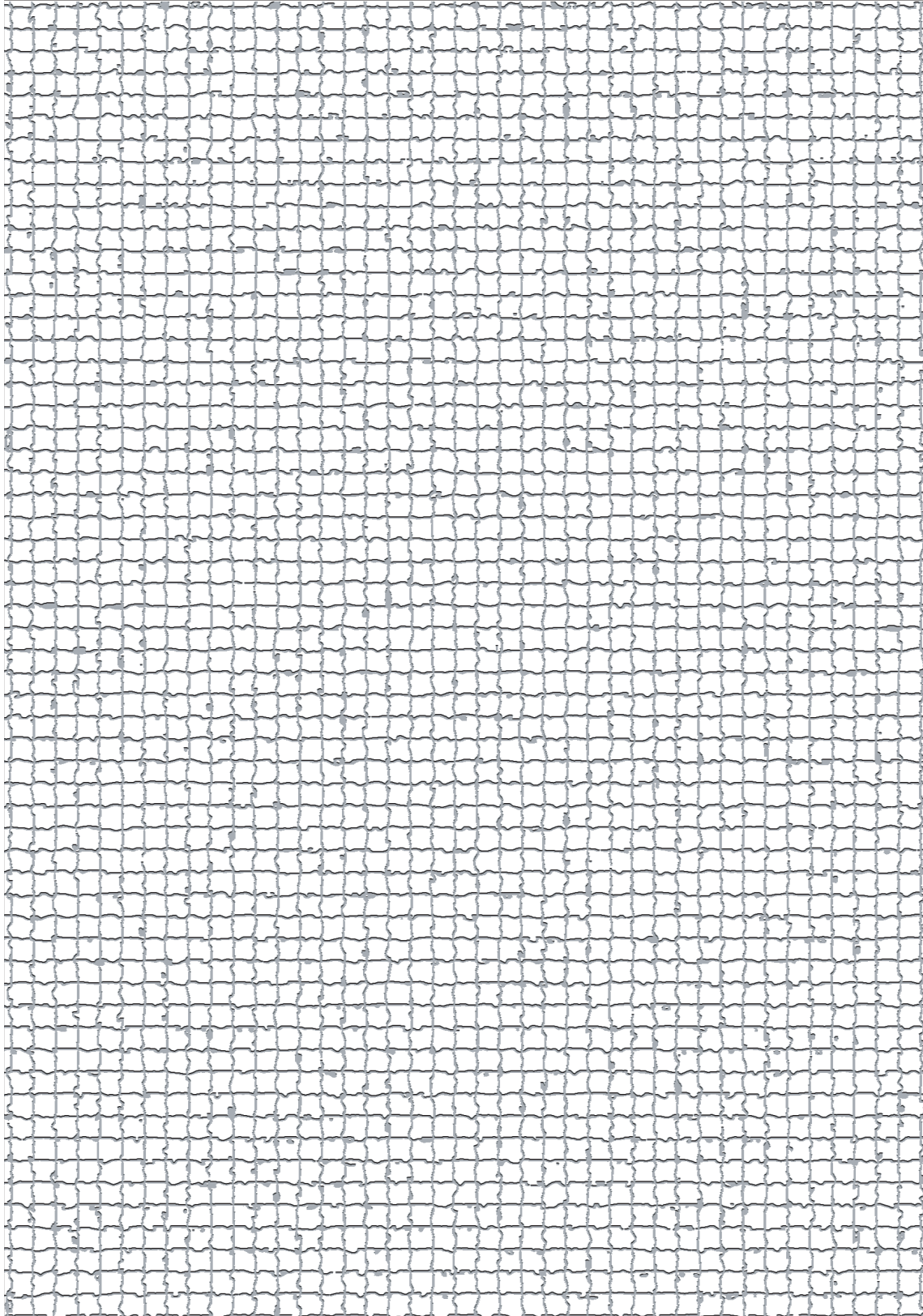
Whitefriars: www.whitefriars-canterbury.co.uk

Further reading

- *The Blitz of Canterbury* by Paul Crampton. Published by Meresborough Books, 1989. ISBN 0948 193 441.
- *Canterbury, scenes from the past* published by Pitkin Pictorials, 1990. ISBN 0 85372 475 X.
- *Canterbury, 2,000 years of history* by Marjorie Lyle. Published by Tempus Publishing, 2008. ISBN 978 0 7524 1948 0.
- *The Canterbury & Whitstable Railway* by Brian Hart. Published by Wild Swan Publications Limited, 1991. ISBN 0 906867 97 5.
- *The Illustrated Portrait of Canterbury* by John Boyle. Published by Robert Hale Limited. ISBN 0-7090-3522-5.
- *Roman Canterbury, a journey into the past* by Andy Harmsworth. Published by Canterbury Archaeological Trust, 1995. ISBN 1-870545-01-X.
- *St Augustine's Abbey* published by English Heritage, 1997. ISBN 1 85074 669 9.
- *The Young Person's Guide to Canterbury Cathedral* published by Canterbury Cathedral. ISBN 0 906211 58 1.
- *The Young Person's History Guide to Canterbury* by Martyn Barr. Published by Out of the Box Publishing Limited, 2009. ISBN 978-0-9563429-0-4.

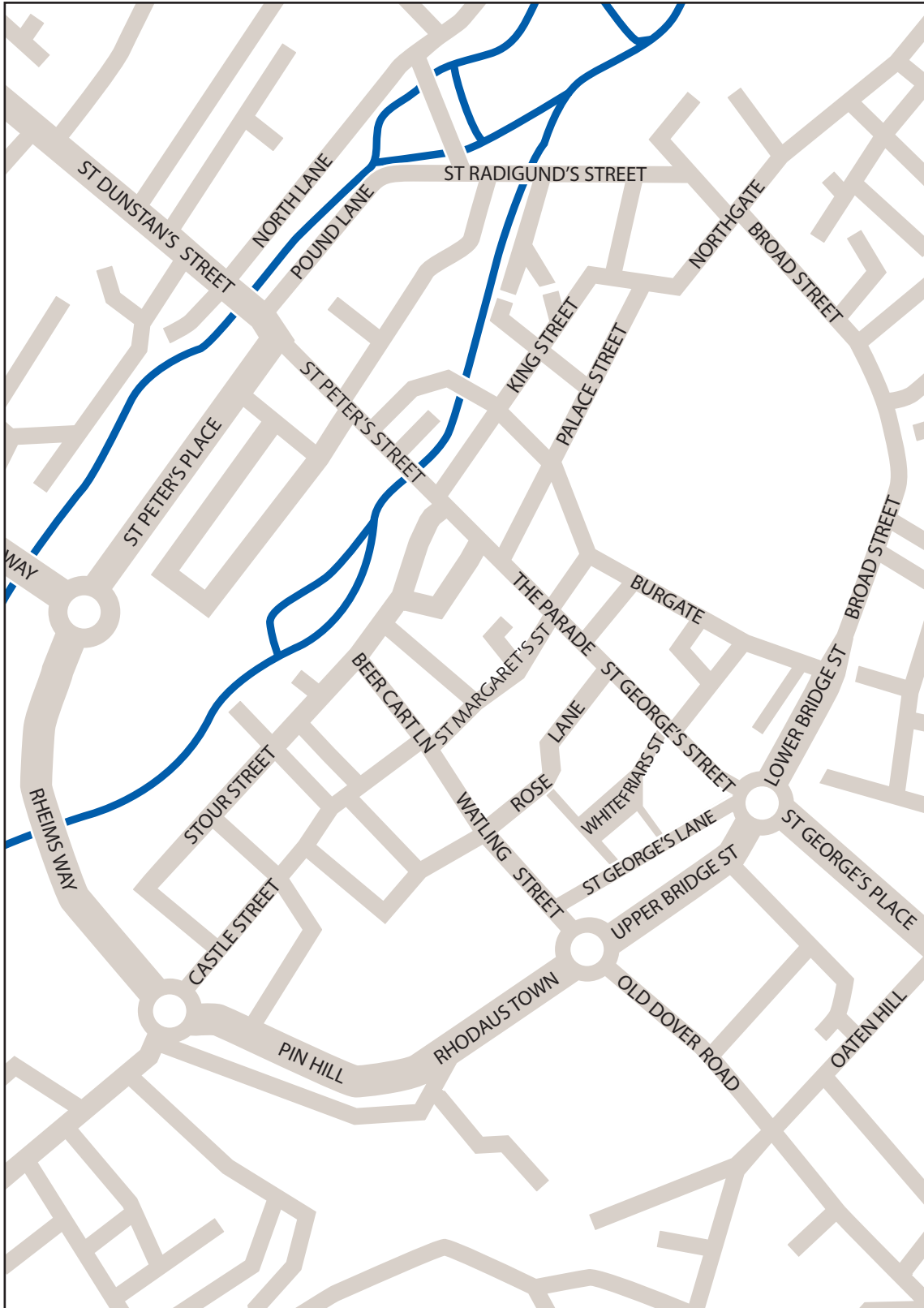
WORKSHEET 1

Design a Roman mosaic



WORKSHEET 2

Draw a map of Roman Canterbury



Map based on Ordnance Survey material by permission of Ordnance Survey on behalf of the Controller of Her Majesty's Stationery Office © Crown copyright 100042416.

WORKSHEET 3

Roman sums

1	I	6	VI	50	L
2	II	7	VII	100	C
3	III	8	VIII	500	D
4	IV	9	IX	1000	M
5	V	10	X		

Write your answers in normal numbers and Roman numerals:

1 $V \times L =$

2 $M \div L =$

3 $X \times C =$

4 $IX + VIII + D =$

5 $VII \times IV - IX =$

6 $M - CD + L =$

7 $DCCC - LX =$

8 $LVII \times IV =$

9 $XIX - IX + XXIX =$

10 $CM - LXX =$

11 $CCC + XCVII =$

12 $C \times C - XXXVIII =$

13 $XXX \times XL =$

14 $LI \times XII =$

15 $XXXIII \div XI \times XC =$

16 $DC - XXXIX =$

17 $LX + CC - LVIII =$

18 $XLIX \times VII =$

19 $XCVII - LIX =$

20 $LXXXVI + LXIX =$

WORKSHEET 4

Viking runes

Letter	Rune
a	ǀ
b	ᚸ
c	ǃ
d	ᚠ
e	ǀ
f	ƿ
g	ƿ
h	ᚨ
i	ǀ
k	ƿ
l	ᚦ
m	ᚹ
n	ᚢ
o	ǀ
p	ᚸ
q	ᚢ
r	ᚱ
s	ǀ
t	ᚠ
u	ᚢ
v	ƿ
y	ᚨ
z	ᚠ

Some letters do not have a runic equivalent

Write your runic message here

Translation

WORKSHEET 5

Where did the Anglo-Saxons and Vikings come from?



WORKSHEET 6

Design your own Dane John Gardens



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WORKSHEET 7

Canterbury bomb sites



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WORKSHEET 8

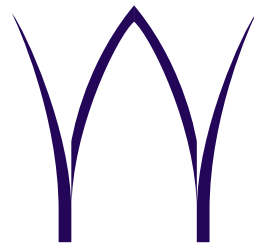
Whitefriars logos

1



WHITEFRIARS
CANTERBURY

2



WHITEFRIARS
CANTERBURY

3



WHITEFRIARS
Canterbury